```c
#include <lpc214x.h>
#efine lcd_port 0x00FF0000
#define en 1<<10
#define rs 1<<25
#define rw 1<<11
#define cs1 1<<26
#define cs2 1<<27
#define grst 1<<24
#define lcd_shift 16


const unsigned char temp[1024] = {}


void delay(unsigned int time){
int i,j;
for(i=0;i<time;i++)
for(j=0;j<50;j++);


}
void Ldelay(unsigned int time){
int i,j;
for(i=0;i<time;i++)
for(j=0;j<5000;j++);


}


void lcd_strobe(){
IOSET0 = EN;
delay(5);
IOCLR0 = EN;
delay(5);
}
```

```c
void glcd_data(unsigned char ch){

IOCLR0 = lcd_port;

IOSET0 = ch<<lcd_shift;

IOSET1 = RS;

lcd_strobe;

}


void glcd_cmd(unsigned char ch){

IOCLR0 = lcd_port;

IOSET0 = ch<<lcd_shift;

IOCLR1 = RS;

lcd_strobe;

}


void glcd_init(){

int i=0;

PINSEL0 = 0;

PINSEL1 = 0;

PINSEL2 = 0;


IODIR0 = rw|en;

IODIR1 = rs|cs1|cs2|lcd_port|grst;


IOSET1 = grst|cs1|cs2;

IOCLR0 = rw|en;

IOCLR1 = lcd_port|rs;


for(i=0;i<10;i++){

glcd_cmd(0x3F);

glcd_cmd(0x40);
```

```c
glcd_cmd(0xB8);
}
}

void glcd_disp(const unsigned char *temp1){
for(int i=0;i<8;i++){

IOSET1 = cs1;
IOCLR1 = cs2;
glcd_cmd(0xB8|i);
glcd_cmd(0x40);
for (int j=0; j<64; j++)
glcd_data(temp1[128*i + j])

IOCLR1 = cs1;
IOSET1 = cs2;
glcd_cmd(0xB8|i);
glcd_cmd(0x40);
for (int j=0; j<64; j++)
glcd_data(temp1[128*i + j])

}

}

int main()
{
 GLCD_init();
 GLCD_disp(temp);
 ldelay(4000);
        while(1)
```

```
        {
                GLCD_disp(LED_OFF);

                ldelay(2000);

                GLCD_disp(LED_ON);

                ldelay(2000);

        }

}
```